

Star Wars Art Ralph McQuarrie 100 Postcards

This deluxe 240-page edition includes 5 hand-signed, archival-quality giclée prints by Doug Chiang, Ryan Church, Joe Johnston, Iain McCaig, and Erik Tiemens, as well as 50 extra pages of exclusive artwork. Featuring foil-stamped, real-cloth binding and housed in a lush clamshell case, this edition is limited to 350 copies. From Ralph McQuarrie and Joe Johnston to Doug Chiang, Ryan Church, Iain McCaig, Erik Tiemens, and the next generation of animation and video-game artists, *Star Wars Art: Concept* collects, for the first time ever, the very best Star Wars conceptual artwork. As curated by George Lucas, the artwork that helped bring the Star Wars Saga to life is revealed in all its glory, featuring pre-production drawings and paintings from the Original Trilogy, the Prequel Trilogy, the TV shows, and the video games, including an exclusive preview of artwork from the highly anticipated 1313. Spanning the years from 1975 to the present, *Star Wars Art: Concept* is a fascinating look at the process of conceptual design. From pen and paint and paper to the digital realm, the result is the creation of breathtaking iconic worlds, vehicles, and characters that successive generations have embraced and made their own. Praise for *Star Wars Art: Concept*: "Legendary production artwork gets the showcase it deserves." —*Star Wars Insider* magazine "Star Wars Art: Concept is a glorious coffee-table book that's chock full of great artwork by many of the masters who've worked on the film, from Ralph McQuarrie on down." —io9.com

Step inside the Lucasfilm art departments for the creation of fantastical worlds, unforgettable characters, and unimaginable creatures. *The Art of Star Wars: The Force Awakens* will take you there, from the earliest gathering of artists and production designers at Lucasfilm headquarters in San Francisco to the fever pitch of production at Pinewood Studios to the conclusion of post-production at Industrial Light & Magic--all with unprecedented access. Exclusive interviews with the entire creative team impart fascinating insights in bringing director J.J. Abrams's vision to life; unused "blue sky" concept art offers glimpses into roads not traveled. Bursting with hundreds of stunning works of art, including production paintings, concept sketches, storyboards, blueprints, and matte paintings, this visual feast will delight Star Wars fans and cineastes for decades to come. *The Art of Star Wars: The Force Awakens* is the definitive expression of how the latest chapter in the Star Wars saga was dreamed into being. ALSO AVAILABLE FROM ABRAMS IN SPRING 2016: *The Making of Star Wars: The Force Awakens* by Mark Cotta Vaz. Forewords by J.J. Abrams and Kathleen Kennedy. ISBN: 978-1-4197-2022-2

Relive your favorite Star Wars adventures with this collection of the galaxy's greatest posters. Judge a book by its size, do you? Hold over four decades of cinematic history in the palm of your hand with *Star Wars: The Poster Collection*. This mini book features posters from all eras of Star Wars, from the original trilogy's classic theatrical posters and the epic one-sheets of the prequel films to the latest artwork for *Star Wars: The Rise of Skywalker*. Featuring iconic posters and rarely seen artwork and promotional imagery, *Star Wars: The Poster Collection* spotlights the art that has captured the imaginations of multiple generations, making it the perfect gift for all Star Wars fans.

Lost at the Con tells the tale of a drunken political journalist and his dangerous assignment to a science fiction and fantasy convention. Though he'd rather be at home drinking his liver to death, his spiteful editor delivers an ultimatum: take the assignment or lose the steady paycheck. Since Cobb can't afford to turn down the job, he heads to Atlanta and dives head first into the realm of Griffin*Con, renowned the world over as the Mardis Gras of geek conventions. There, he finds all of the science fiction, fantasy, and cosplay he would expect, but he also finds something more sinister: a seedy underbelly of geeky debauchery, slash fiction, booze, sex, and drugs. Can he make it through this assignment without snapping and winding up on the front page himself? Or will the entire experience change him in ways he never imagined possible? It's been called "A masterful blend of fictional Gonzo journalism and geek culture that is sure to please audiences inside and outside the geek community."

Explore the evocative Star Wars concept art of legendary artist Ralph McQuarrie in this miniature art book. Hold a galaxy of legendary designs in the palm of your hand with *Star Wars: The Concept Art of Ralph McQuarrie Mini Book*. Featuring over 100 stunning concept images from the original Star Wars trilogy as well as the many books and publications inspired by the Star Wars galaxy, this mini book is bound together at a readable pocket-book size and is the perfect collectible item for Star Wars fans of all ages.

The Art of Star Wars: The Mandalorian (Season Two) is the only book to explore the artistic vision for this groundbreaking sophomore season, taking readers on a deep dive into the development of the next chapter of Din Djarin and Grogu's story. Exclusive interviews with the filmmakers and the Lucasfilm visualists provide a running commentary on *The Mandalorian*'s innovative art and design, revealing the inspiration behind the look and feel of the series. Filled with concept art, character, vehicle, weapon, and creature designs, and interviews with key crew and creatives, including executive producer/showrunner/ writer Jon Favreau (*Iron Man*, *The Lion King*) and executive producer/ director Dave Filoni (*Star Wars: The Clone Wars*, *Star Wars: Rebels*). *The Art of Star Wars: The Mandalorian (Season Two)* will provide readers with an exclusive look at the stunning art and design work that helped bring new and returning characters and locations to life. In *The Art of Star Wars: The Mandalorian (Season Two)*, readers will encounter early visual and conceptual ideas for these new characters and their arsenal of weapons, ships, and armor, as well as the icy, lush, war-torn, and razed planets that serve as crucial stepping stones in Djarin and Grogu's quest.

"Ralph McQuarrie is the most iconic artist in the history of Star Wars. He worked hand-in-hand with George Lucas to help establish the saga's visual aesthetic, its inimitable look and feel. Beyond designing Darth Vader, C-3PO, and R2-D2, McQuarrie produced hundreds of pieces of Star Wars artwork, including conceptual paintings, costume designs, storyboards, and matte paintings, as well as posters, book covers, and album covers--even Lucasfilm's annual holiday cards--all rescanned and rephotographed for this book. In *Star Wars Art: Ralph McQuarrie*, readers will find the most definitive collection of the artist's Star Wars work ever assembled, including hundreds of never-before-seen illustrations. Rare unpublished interviews, as well as recollections from McQuarrie's colleagues and friends, complement and contextualize the art. *Star Wars Art: Ralph McQuarrie* is a comprehensive tribute to cinema's most beloved and influential concept artist"--Amazon.com.

Star Wars: The Concept Art of Ralph McQuarrie Mini Book Insight Editions

The official behind-the-scenes book of concept, production, and post-production art for *Star Wars: The Rise of Skywalker*. Go inside the creative process behind the most

anticipated film of the century. The latest trilogy in the Star Wars film series brings the Skywalker Saga to a close and *The Art of Star Wars: The Rise of Skywalker* will take readers into the creative process behind visualizing the epic worlds, creatures, characters, costumes, weapons, and vehicles of the landmark conclusion more than 40 years in the making.

This volume shows Aarons influential photographs of the international elite in their exclusive playgrounds during the jet-set decades of the 1950s, 60s and 70s.

Features the artwork that helped bring the Star Wars saga to life, featuring pre-production drawings and paintings from the Original Trilogy, the Prequel Trilogy, the TV shows, and the video games.

In the same format as *Adventure Time: A Totally Math Poster Collection*, this sturdy paperback houses 20 removable, frameable prints of the very best artwork from across the entire George Lucas–curated *Star Wars Art* series. Sixteen selections from *Visions, Comics, Illustration, Concept, and Posters*—including art by Jeffrey Brown, Philippe Drillet, Mike Mignola, Ralph McQuarrie, and Olly Moss—are joined by four newly commissioned artworks created specifically for this book by Max Dalton, Phantom City Creative, Tiny Kitten Teeth, and Jon Vermilyea. These high-quality, large-format, crease-free prints will be sure to transport *Star Wars* fans of all ages to a galaxy far, far away. . . .

This enhanced eBook transforms *The Making of Star Wars: Return of the Jedi* into an immersive multimedia experience worthy of the original film. It features exclusive content pulled from the Lucasfilm archives by author J. W. Rinzler: • 27 minutes of rare behind-the-scenes video* • 20 minutes of rare audio interviews with the cast and crew • New bonus photos and artwork not found in the print edition Just as *Star Wars: Episode VI Return of the Jedi* completed the most successful cinematic trilogy of its generation, perhaps of all time, this splendid thirtieth-anniversary tribute completes New York Times bestselling author J. W. Rinzler's trio of fascinating behind-the-scenes books celebrating George Lucas's classic films. Once again, the author's unprecedented access to the formidable Lucasfilm Archives has yielded a mother lode of extremely informative, vastly entertaining, and often unexpected stories, anecdotes, recollections, and revelations straight from the closely guarded set of a big-screen blockbuster in the making. Brimming with previously unpublished photos, production artwork, script excerpts, exclusive intel, vintage on-set interviews, and present-day commentary, *The Making of Star Wars: Return of the Jedi* chronicles "how George Lucas and his crew of extroverted artists, misfits, and expert craftspeople roused themselves to great heights for a third time" to create the next unforgettable chapter in one of the most beloved sagas of all time. Get up close to the action and feel like a studio insider as • creator George Lucas, Oscar-nominated screenwriter Lawrence Kasdan, and director Richard Marquand huddle in a script conference to debate the destinies of iconic *Star Wars* characters, as well as plot twists and turns for the epic final showdown between the Rebel Alliance and the Empire • artists and craftspeople at the groundbreaking Industrial Light & Magic facility top their own revolutionary innovations—despite the infamous Black Friday—with boundary-pushing new analog visual effects • a crack team of sculptors, puppeteers, actors, and "monster-makers" bring Jabba the Hutt and his cohorts to startling, slobbering life from the inside out • a who's who of heavyweight directors—from such films as *Superman*, *Gremlins*, *Halloween*, *Dune*, *Scanners*, and *Time Bandits*—are considered for the coveted job of bringing a new *Star Wars* adventure to the silver screen • actors and crew race to the finish line at Elstree Studios, in a fiery desert, and beneath the trees of a dense redwood forest—before money runs out—to answer the questions that audiences had waited three years to find out: Is Darth Vader really Luke's father, who is the "other"—and who or what is the Emperor? *Star Wars'* stars from both sides of the camera—including Mark Hamill, Harrison Ford, Carrie Fisher, Anthony Daniels, Peter Mayhew, David Prowse, Alec Guinness, director Richard Marquand, producer Howard Kazanjian, Ralph McQuarrie, Joe Johnston, Dennis Muren, Phil Tippett, and mastermind George Lucas—weigh in with candid insights on everything from technical challenges, character design, Ewoks, the Empire's galactic city planet, and the ultimate challenge of bringing the phenomenal space fantasy to a dramatic close. *The Making of Star Wars: Return of the Jedi* gives a spectacular subject its just due, with more than five hundred images and many, many new interviews. *Video may not play on all readers. Please check your user manual for details.

Few pieces of artwork distill the passion for 'Star Wars' as do posters. From Tom Jung's iconic one-sheet for Episode IV to Roger Kastel's 'Gone with the Wind'-inspired painting for Episode V and beyond, 'Star Wars' has enjoyed nearly four decades of poster art from some of the most renowned artists working in movies. The fifth book in the George Lucas-curated 'Star Wars Art' series, 'Posters' collects the best artwork from all six 'Star Wars' films, the 'Star Wars: The Clone Wars' animated television series and limited-edition prints.

What is Pursuit of the Zodiacs? Pursuit of the Zodiacs is a Dark Science Fiction Novel based on a select group of Archangels called Mosqidou, meaning The Pursuers in the Immortal tongue. They have been sent down upon the Mortal Realms of the Universe to warn the Zodiacs of a Dark Society. This Dark Society's objective is to deceive the new generation of Zodiacs into joining their federation by taking advantage of their unidentified background. Due to their bloodline, the new generation of Zodiacs inherited great gifts, without knowledge about how or why they possess them. Now finding the Zodiacs will be one of many problems The Pursuers will have to face during their race against mortal time as they encounter Demons, Extraterrestrials, Monsters, Vampires, Hybrids, and Archangels from different Covenants. -- Underworld, Star Wars, and Prometheus, meets Game of Thrones and Watchmen. -- Mature Readers Only Experience SEKIRO's unique take on the blood-soaked history of Japan's Sengoku Period with over 300 pages of storyboards, character designs, and concept art!

The only book that covers all six "Star Wars" films, Knoll's spectacular survey explores the visual world created by those films. A CD-ROM, with nearly 100 QuickTime panoramas of the sets, adds to the beauty of this edition.

Star Wars and sequential art share a long history: Star Wars debuted on the comic-book page in 1977, when Marvel Comics began publishing a six-part adaptation of the first film, which morphed into a monthly comic book. Now, more than three decades later, new series by Dark Horse Comics continue to expand the Star Wars galaxy. The second book in the Star Wars Art series, *Star Wars Art: Comics* brings together the very best artwork from the entire history of Star Wars comics publishing, showcasing original art from the top comics artists working in the industry. Hand-selected and curated by George Lucas, the art featured in this volume includes interior pages and fully painted covers from artists such as Al Williamson, Howard Chaykin, Adam Hughes, Bill Sienkiewicz, Dave Dorman, and many more—as well as new work created exclusively for this book by over 20 renowned artists, including John Cassaday, Sam Kieth, Mike Mignola, Paul Pope, Frank Quitely, Jim Steranko, and other comics superstars. *Star Wars Art: Comics* is a tribute to sequential storytelling, a worthy and justly celebrated art form. Praise for *Star Wars Art: Comics*: “George Lucas has left no medium unused, as this visually arresting compendium proves.” —*Entertainment Weekly*

Interior Detailing provides interior designers and architects with a unique collection of interior details and material information; connecting the realms of design technical detailing that are typically treated separately. The book, which includes 150 easy to understand details, shows how to logically think through the design and development of an assembly so it conforms to the designer's intent and meets practical requirements of good construction.

A NEW HOPE was part of the original title of the movie that became *STAR WARS*, the ultimate movie entertainment experience of the 1970s that lives on as one of the most-loved movies of all time. *THE ART OF STAR WARS: A NEW HOPE* contains the complete script by George Lucas of the first movie, beautifully illustrated with the movie's fantastic works of art. In this unique compilation of all the imagination and beauty that went into the beginning of the film trilogy, the magic of *STAR WARS* lives on.

Presents a retrospective collection of the photographer's work over the past thirty years.

The classic tale of good versus evil set in a galaxy far, far away, quickly became a cultural phenomenon during its time, inspiring a generation of story lovers and storytellers. Now, the original trilogy of *Star Wars* shines anew with the vibrant concept art of Ralph McQuarrie, the legendary conceptual designer behind the original trilogy. Collected in a picture book for the first time, McQuarrie's art is paired with captivating text by New York Times bestselling author Tony DiTerlizzi—a winning combination that will delight *Star Wars* fans old and new and delight generations of readers to come.

Time, always a crucial element in the work of Andy Goldsworthy both as a medium and as a metaphor is celebrated in this book, newly available in paperback. An introduction by the artist conveys the importance to him of time, change and place. A sequence of works made around his home in Scotland often shown in series recording their gradual disappearance or transformation is followed by Goldsworthys diaries of visits to five locations in North America and Europe, vividly evoking, in text and pictures, the process of exploration and response to each place. With a detailed chronology by Dr Terry Friedman, this volume is an invaluable source of reference on Andy Goldsworthy and his compelling, sensitive work.

Coinciding with the thirtieth anniversary of the first *Star Wars* film and including long-lost interviews and photos, a work written by a Lucasfilm staff member reveals the challenges and dramas behind the movie's creation.

A limited edition, leather-bound set of six oversized volumes contains signature images from the *Star Wars* films personally selected and signed by George Lucas, in a collection that features stills printed from original film stock that are preserved in widescreen aspect ratio and encased in a wood-inlaid box adorned with medallions of Yoda and Darth Vader.

Jubnuk the Gamorrean guard searches high and low through the palace after Jabba the Hutt loses his lucky charm, in a colorful, interactive book complete with pop-up illustrations, pull-tabs, and music and sound effects.

Experience Sideshow Collectibles' astonishing collection of *Star Wars* sculptures in a whole new way with this deluxe book that explores the incredible artistry behind their creation. Sideshow Collectibles has been immortalizing fan-favorite *Star Wars* characters for over a decade with their extraordinary, one-of-a-kind sculptures. This deluxe book celebrates the artistry that goes into capturing the true essence of these iconic characters and the passion and devotion that brings them to life. Featuring never-before-seen pre-production artwork and exclusive insights from the sculpting and design teams on the creation of each piece as well as dynamic photography that illuminates the power of their work, this book is the ultimate celebration of Sideshow's ongoing journey into the *Star Wars* galaxy.

This new book goes behind the scenes on the award-winning TV series *Battlestar Galactica* to discover the concepts behind the designs of dozens of spaceships! *Battlestar Galactica* debuted on TV in 1978 and acquired a phenomenal following, breaking new ground for TV drama and winning several awards. It returned to TV screens in 2003 in a critically acclaimed reimagined series, with *Time Magazine* naming it one of the 100 Best TV Shows of All Time. This behind-the-scenes guide looks at the creation of the ships in both the original and the reimagined series, including vessels of the ragtag fleet and those of the Cylon enemy. Featuring artwork from the groundbreaking first series and the 2004 reimagined series, this volume explores the art of ship creation from the first sketches to the finished designs of the modelmakers. Covering 18 key ships from the two shows, including the *Galactica* itself, the *Vipers* and the *Cylon Raiders*, the pages are packed with original concept art from designers Eric Chu, Andrew Probert and legendary artist Ralph McQuarrie.

Examines the development of the fantastic worlds, characters, and creatures of "Solo" through concept art, costume sketches, storyboards, blueprints, and exclusive interviews with the filmmakers.

Showcases the conceptual storyboards for Episodes IV, V, and VI, which are accompanied by excerpts from the shooting scripts, providing insight into how these storyboards helped contribute to the original

trilogy.

Collects previously unpublished and rarely seen art created for such aspects of the "Star Wars" enterprise as books, trading cards, merchandise, and video games.

A career-spanning retrospective of Ralph McQuarrie's non-Star Wars artwork. At 13½ x 9.5½, this 432-page volume contains hundreds of Ralph McQuarrie illustrations covering all aspects of his body of work. Ralph McQuarrie is the production artist whose visionary designs helped shape the look and feel of George Lucas' hugely successful films. Featuring stunning reproductions of McQuarrie's matte paintings, production paintings, and concept sketches, a detailed biography, six collectible stamps, and more, the Star Wars ArtBox is a unique collectible for both Star Wars fans and art enthusiasts. Full-color illustrations.

Who can forget the first time they saw Darth Vader with his black cape and mask? Or the white hard-body suit of the Stormtroopers? Lucasfilm Archives have granted full access to the original costumes and they are revealed here in detail.

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